

APPLE PRESENTS



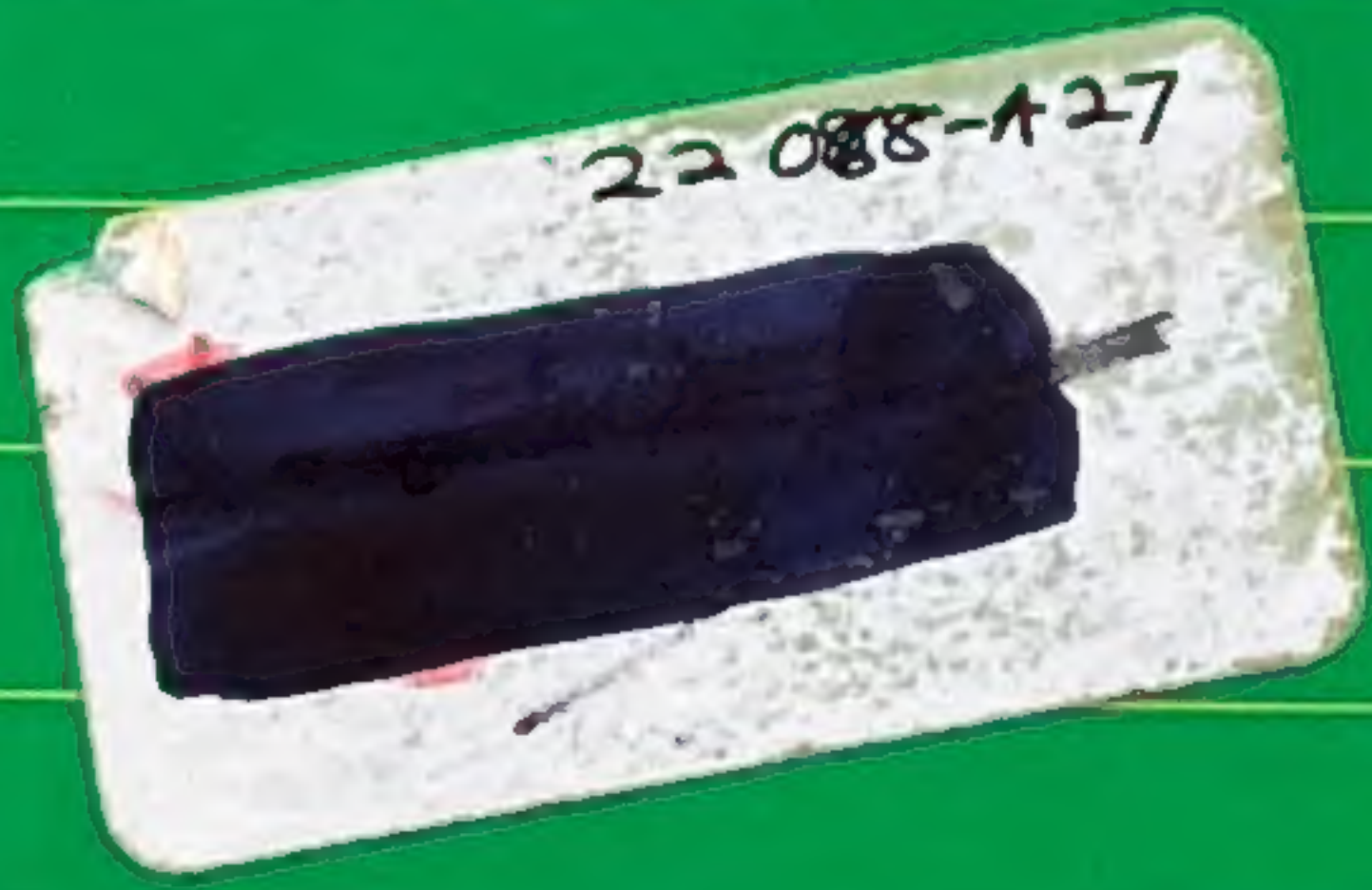
# Spotlight

FROM CHILDREN'S TELEVISION

FOR CHILDREN 9 TO 13 YEARS OLD

Works on  
The Apple

IIc



INTEGER BASIC



# Spotlight

Integer Basic required and an Apple II 48K system, one disk drive and game paddles. A color TV is recommended.

## 1. Reflect

Bounce a light beam towards a target

## 2. Spotlight

Try to catch the man in the spotlight

## 3. Hot Stuff

Guess the computer's secret number

## 4. Boxed In

Capture the computer's squares



The games and activities in this package have been developed by the Children's Television Workshop, producers of Sesame Street, The Electric Company, and 3-2-1 Contact. We feel that computers fit easily and naturally into a young person's world.

The key is play: play and discovery go hand in hand. In keeping with the CTW philosophy, every game we present is created with great care. Research with children has been incorporated into the design of the games to ensure that they are enjoyable and appropriate for the recommended age group. We hope that you and your family will have fun playing these games and activities together.



20525 Mariani Avenue  
Cupertino, California 95014  
(408) 996-1010  
TLX 171-576

C2E0014

030-0402-A

914-0049-A



APPLE PRESENTS

# Spotlight

FROM CHILDREN'S TELEVISION

FOR CHILDREN 8 TO 13 YEARS OLD

Works on  
The Apple

IIc

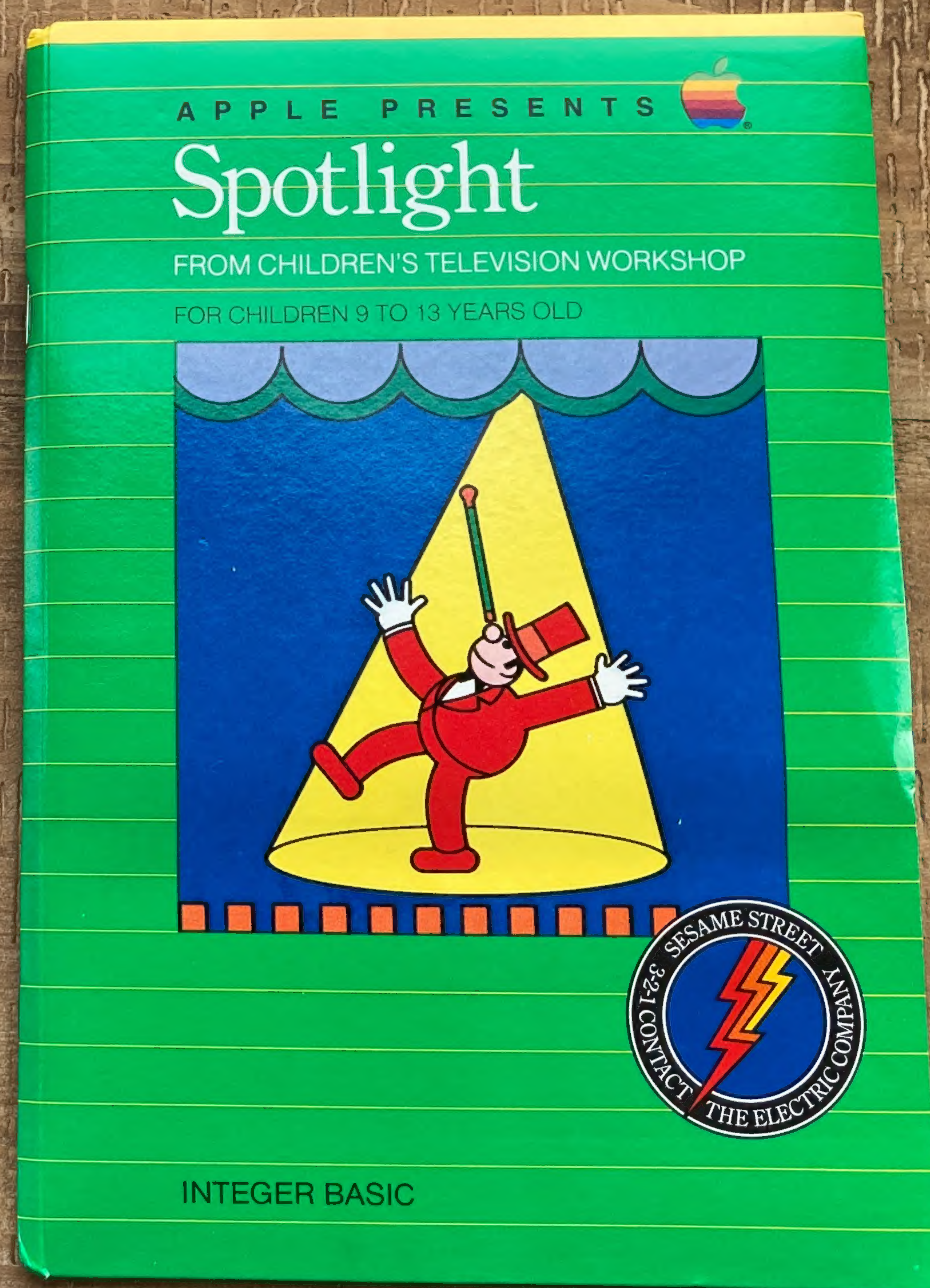


22 088-A27



INTEGER BASIC









## Spotlight

Integer Basic required and an Apple II 48K system, one disk drive and game paddles. A color TV is recommended.

### 1. Reflect

Bounce a light beam towards a target

### 2. Spotlight

Try to catch the man in the spotlight

### 3. Hot Stuff

Guess the computer's secret number

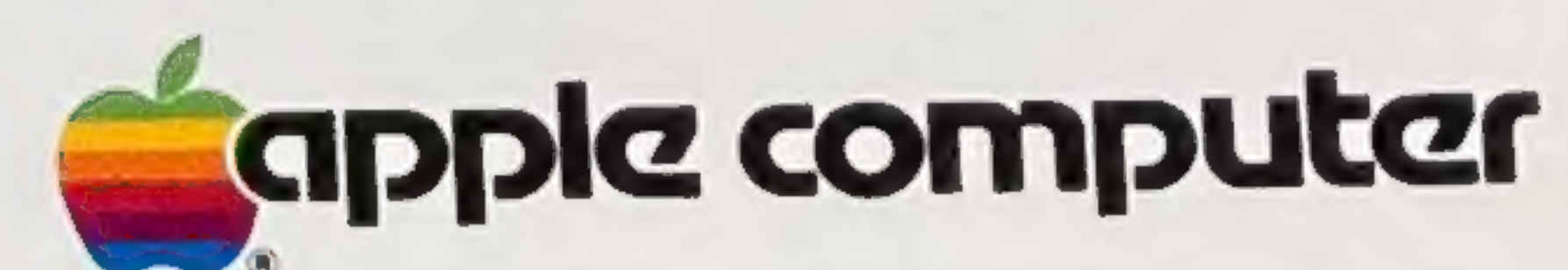
### 4. Boxed In

Capture the computer's squares



The games and activities in this package have been developed by the Children's Television Workshop, producers of Sesame Street, The Electric Company, and 3-2-1 Contact. We feel that computers fit easily and naturally into a young person's world.

The key is play: play and discovery go hand in hand. In keeping with the CTW philosophy, every game we present is created with great care. Research with children has been incorporated into the design of the games to ensure that they are enjoyable and appropriate for the recommended age group. We hope that you and your family will have fun playing these games and activities together.



20525 Mariani Avenue  
Cupertino, California 95014  
(408) 996-1010  
TLX 171-576

C2E0014

030-0402-A

914-0049-A



# Spotlight



## REFLECT /6

Bounce a light beam  
towards a target

## SPOTLIGHT /8

Try to catch the man  
in the spotlight

## HOT STUFF /12

Guess the computer's  
secret number

## BOXED IN /16

Capture the computer's squares





# Spotlight



## REFLECTOR

Bounce a light  
towards a target

## SPOTLIGHT

Try to catch the light  
in the spotlight

## HOT STUFF

Guess the computer's  
secret number

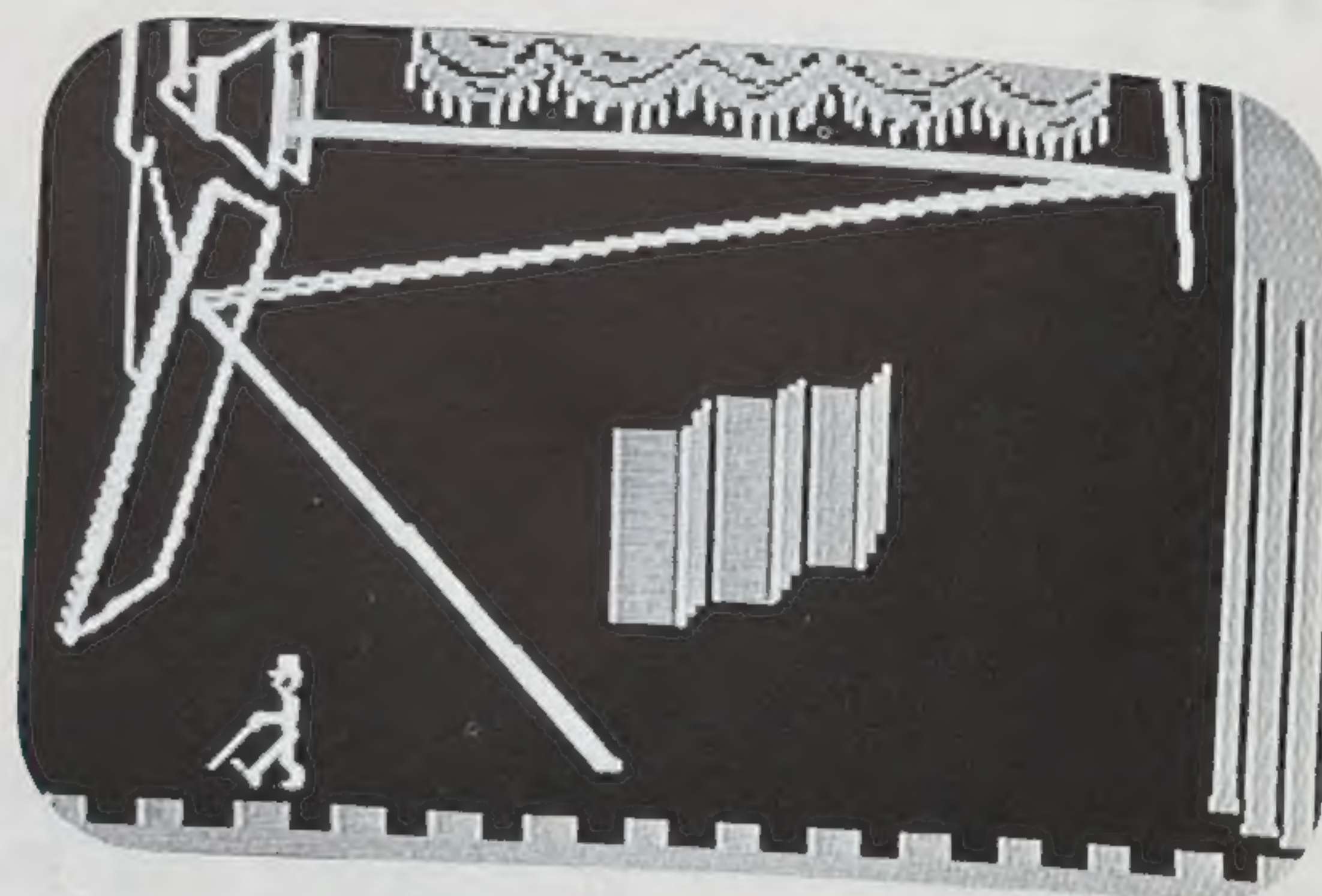
## BOXED IN

Capture the computer



# SPOTLIGHT

A REFLECTION GAME WITH A MOVING TARGET



This game needs paddles. If your paddles aren't connected, you may need to get help from someone who knows how to connect them.

If you want to play Spotlight,

press **2**

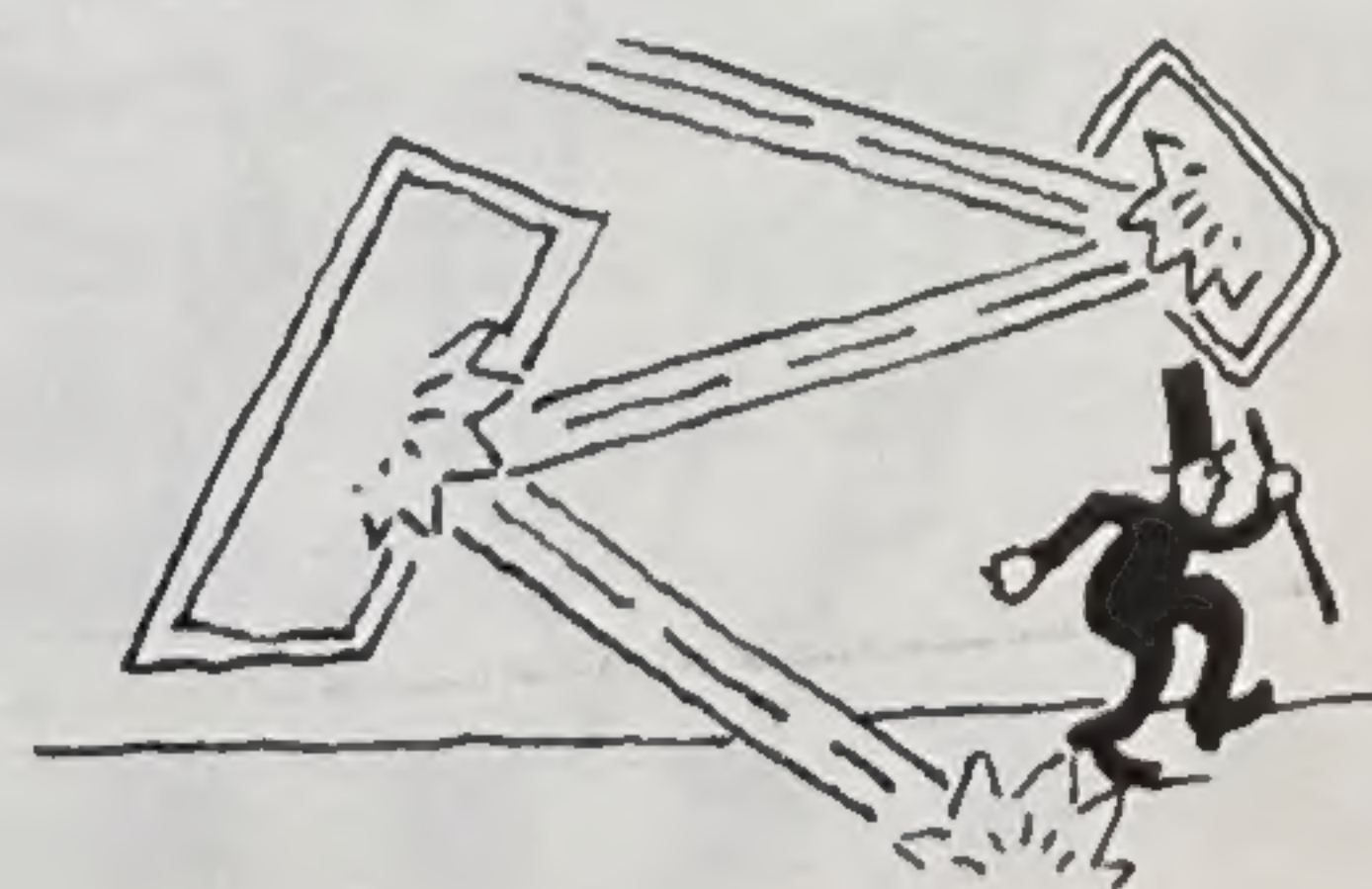
then press **RETURN**

If you have already played Reflect, you may know which paddle to use to move the mirror. If not, try turning your paddles, one at a time, until you see which one moves the mirror at the upper right of your screen. Mark this paddle with a piece of tape.

In Spotlight, just as in Reflect, you shine a light off a mirror and try to hit an object. But, as you'll soon see, Spotlight's a much more complicated game.

First of all, there's a moving target. Our friend Steve isn't so easy to catch. Secondly, there's a screen in the middle of the stage that sometimes blocks the spotlight (surprise!) And last of all, there are two mirrors to use (although you only move one of them.)

Learning to make use of the mirror on the left side sure



comes in handy when it comes to getting around the screen we just talked about! As you can see, there's a lot to think about.

So, if you think you've mastered Reflect, or even if you haven't, give Spotlight a try. Watch the angle of the mirror, and see if you can hit Steve with the Spotlight.



## If you liked playing Spotlight, here are some other games you might like:

### 1 The Light Fantastic

You can send secret messages to a friend without making a sound. All you need is a bright, sunny day and a mirror.

Mirror signals have been used by army scouts and spies for a long, long time. When a mirror catches the sunlight just right, it will send out a bright flash that can be seen far away.

Some sunny day, go outside with a friend. You can pick your spot. (Hillsides and other raised spots are especially good.) Make yourself comfortable while your friend goes somewhere pretty far away, but where you can still see him waving his arms.

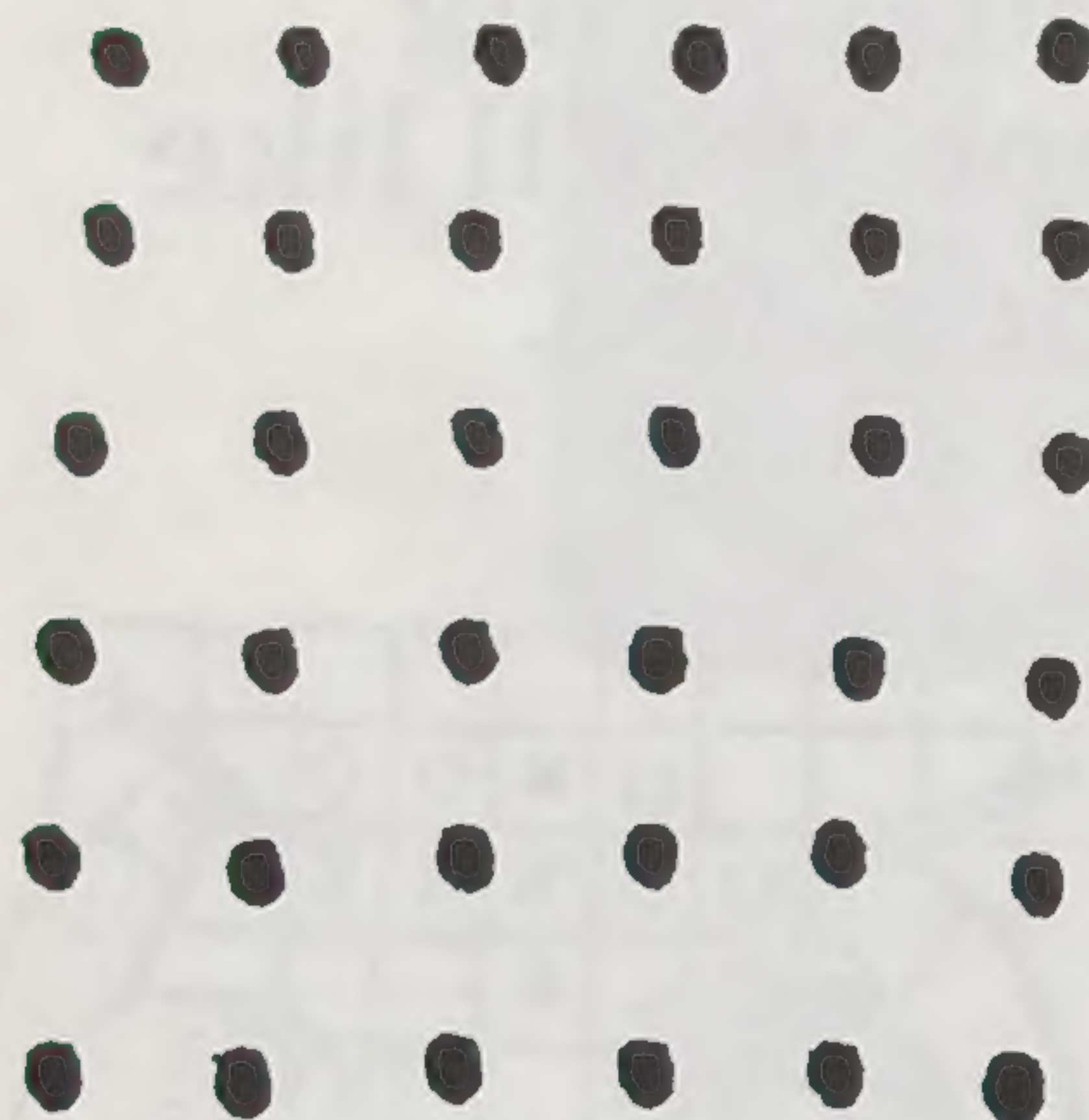
Now take out your mirror. Try tilting it in different directions to catch the sun. When your friend waves his arms that will mean he's seen the sun's flash and you should hold the mirror steady. You'll need to hold your mirror still for a while, so if you can rest it on something solid, do that. (But don't change the angle—or the sun won't reflect to your friend.)



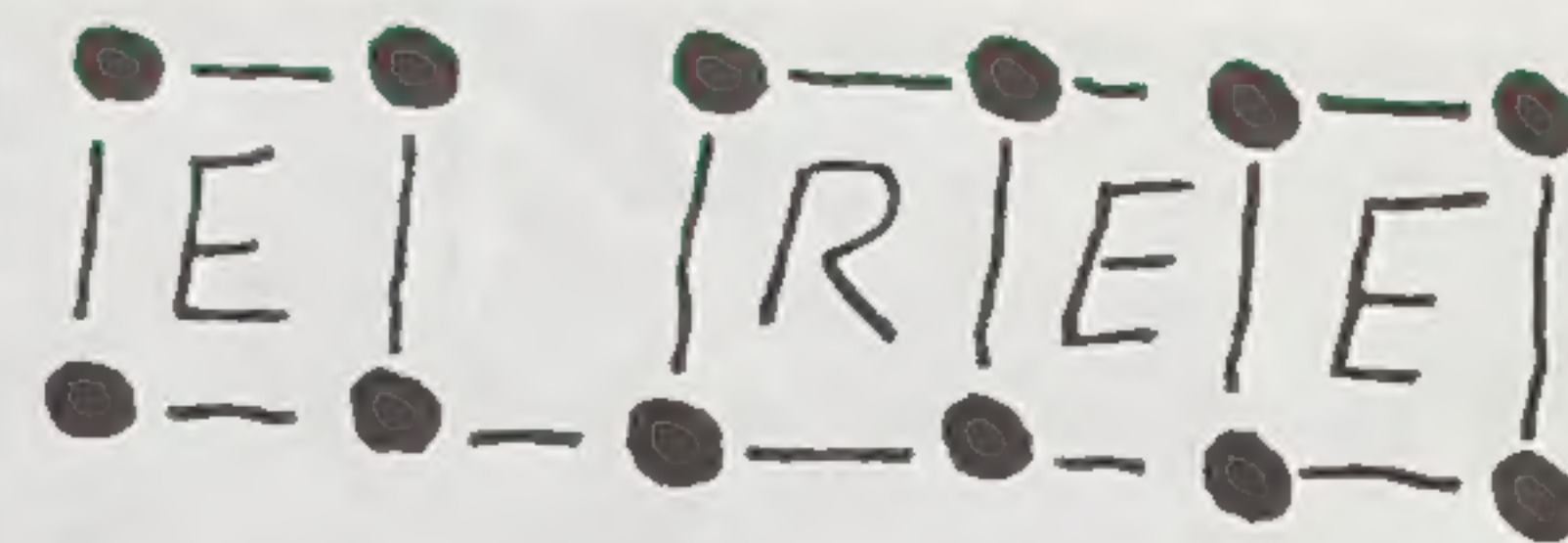
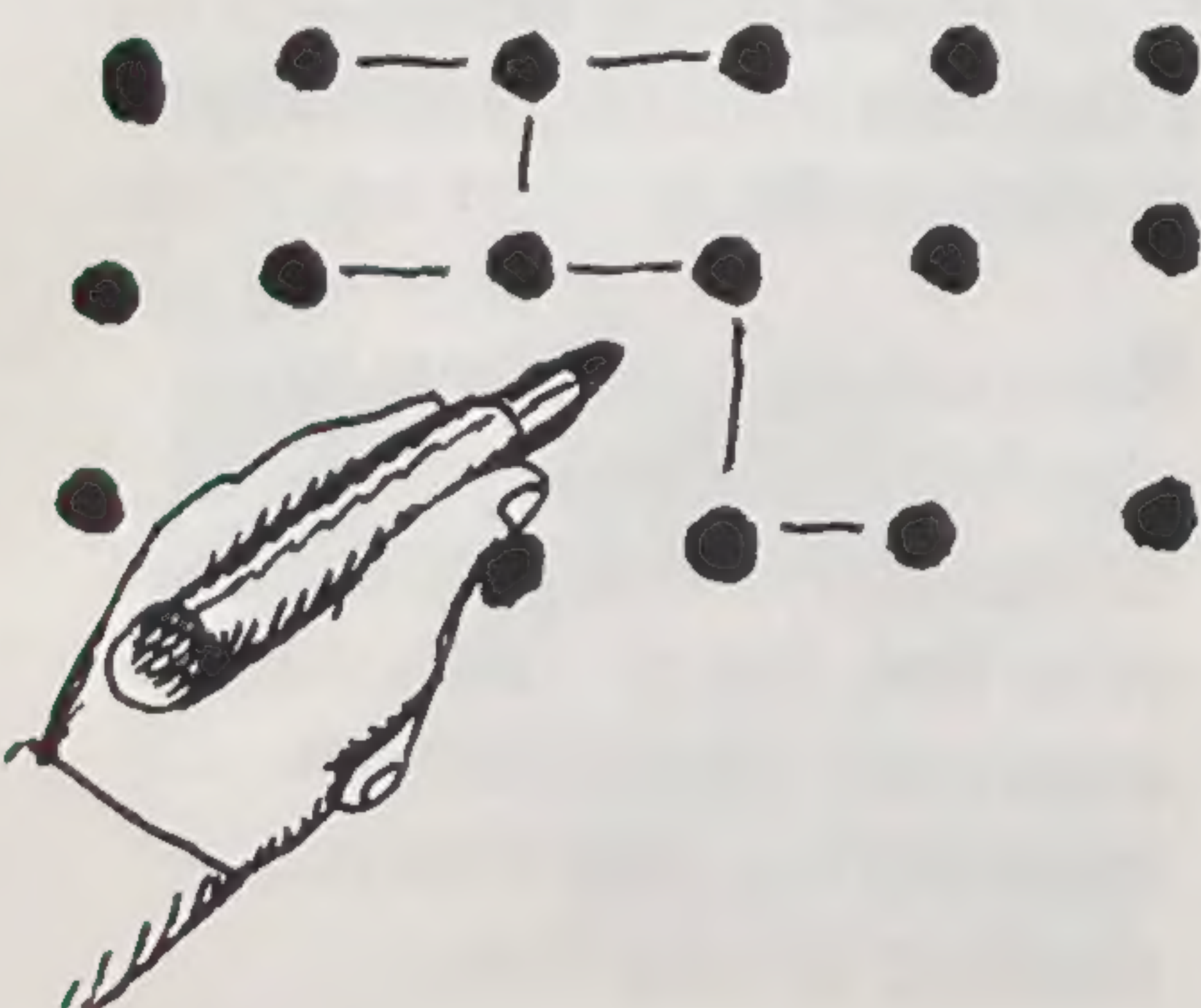


## 2 Dot's Dot

This is another simple game. You play it with one other person, on a grid made up of dots, like this:

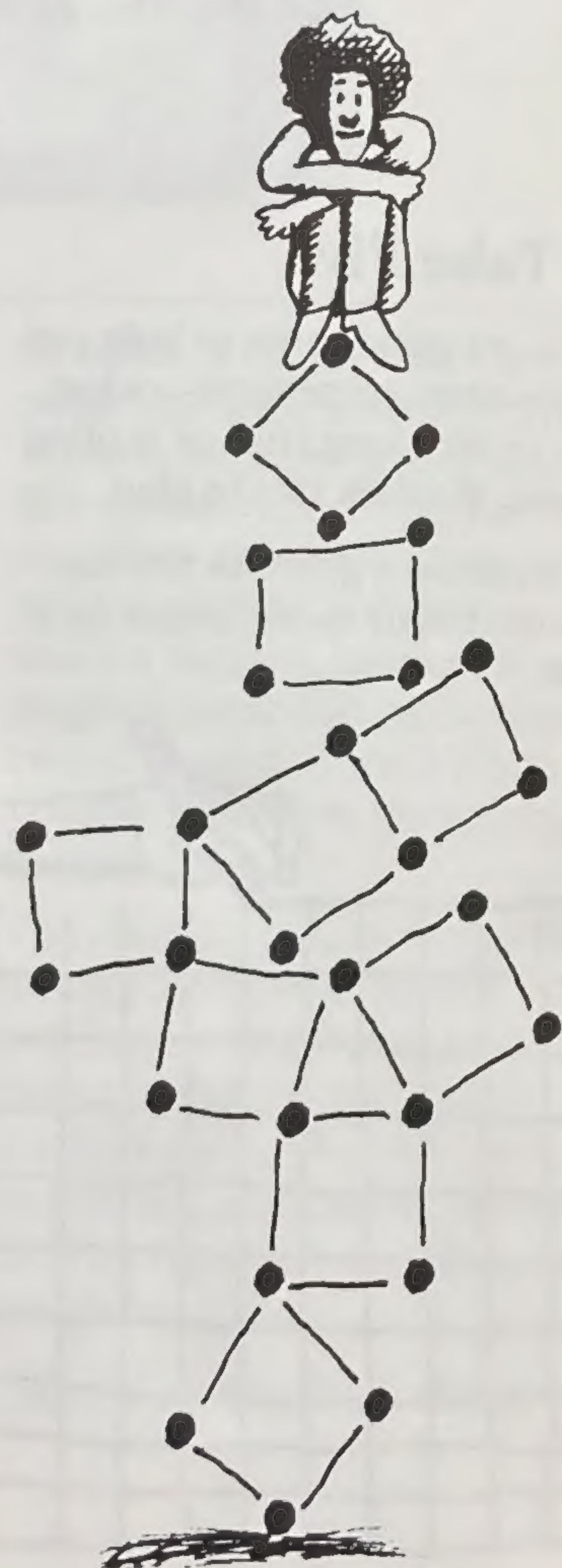


The object of the game is to finish as many boxes as you can, while preventing the other player from doing the same. Taking turns, each player draws either a horizontal or vertical line from one dot to another (only one line each turn!)



Each time a player finishes a box, she claims it by putting her initial inside, and gets to draw one more line.

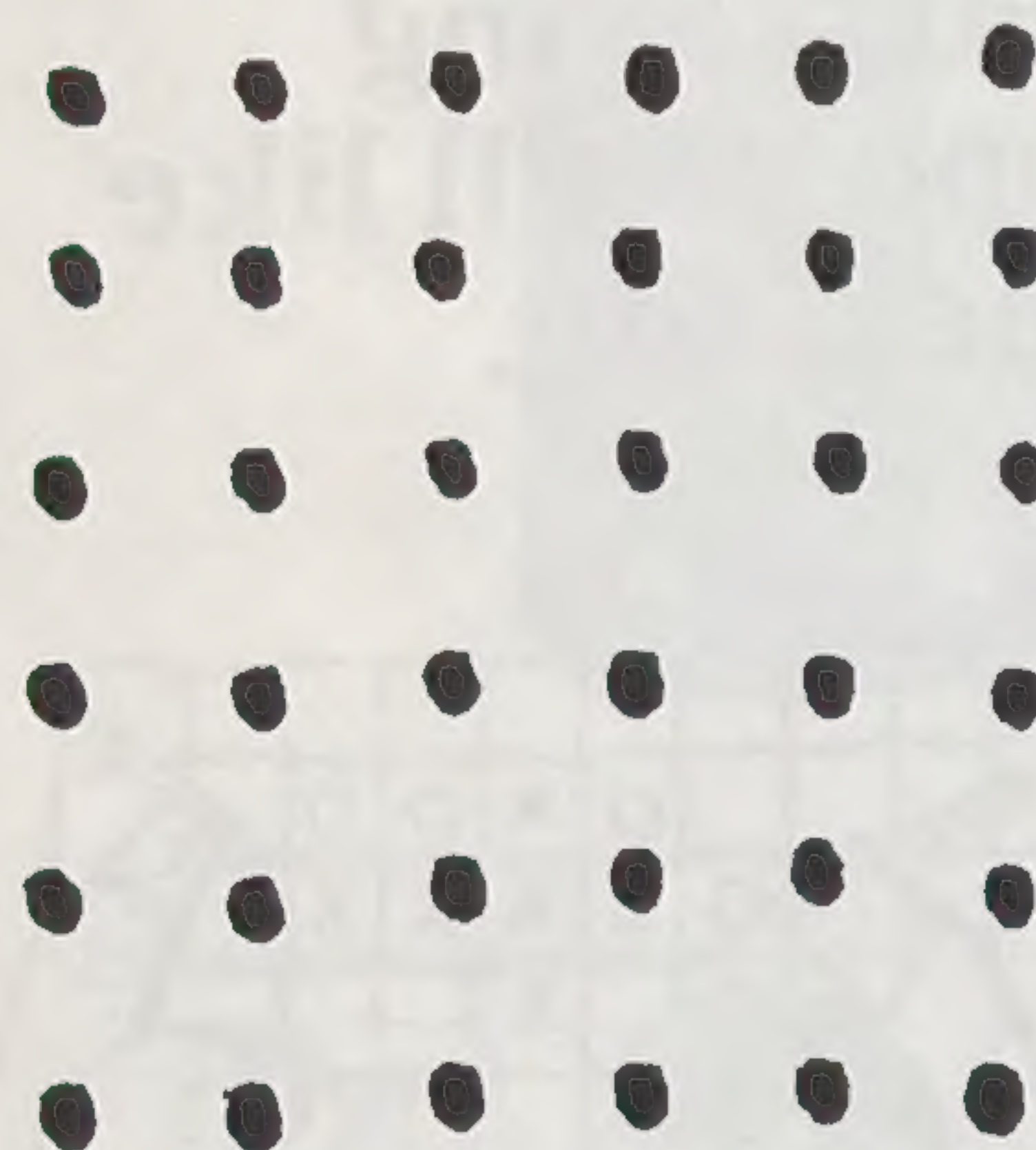
The player with the most boxes at the end of the game, wins.



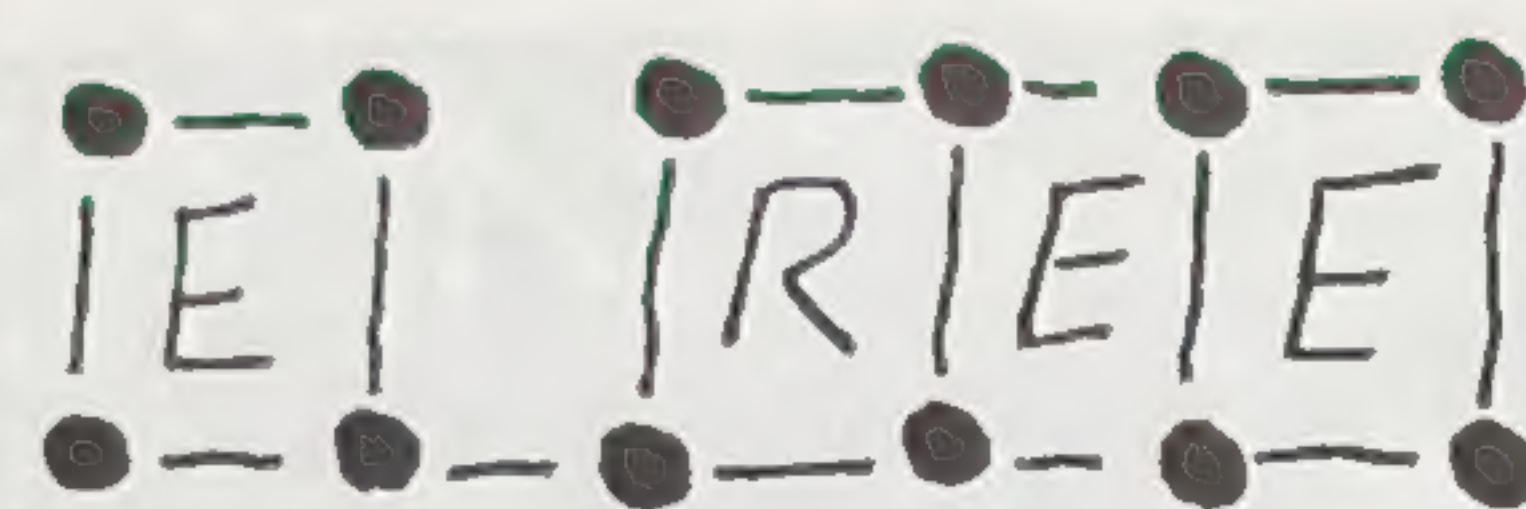
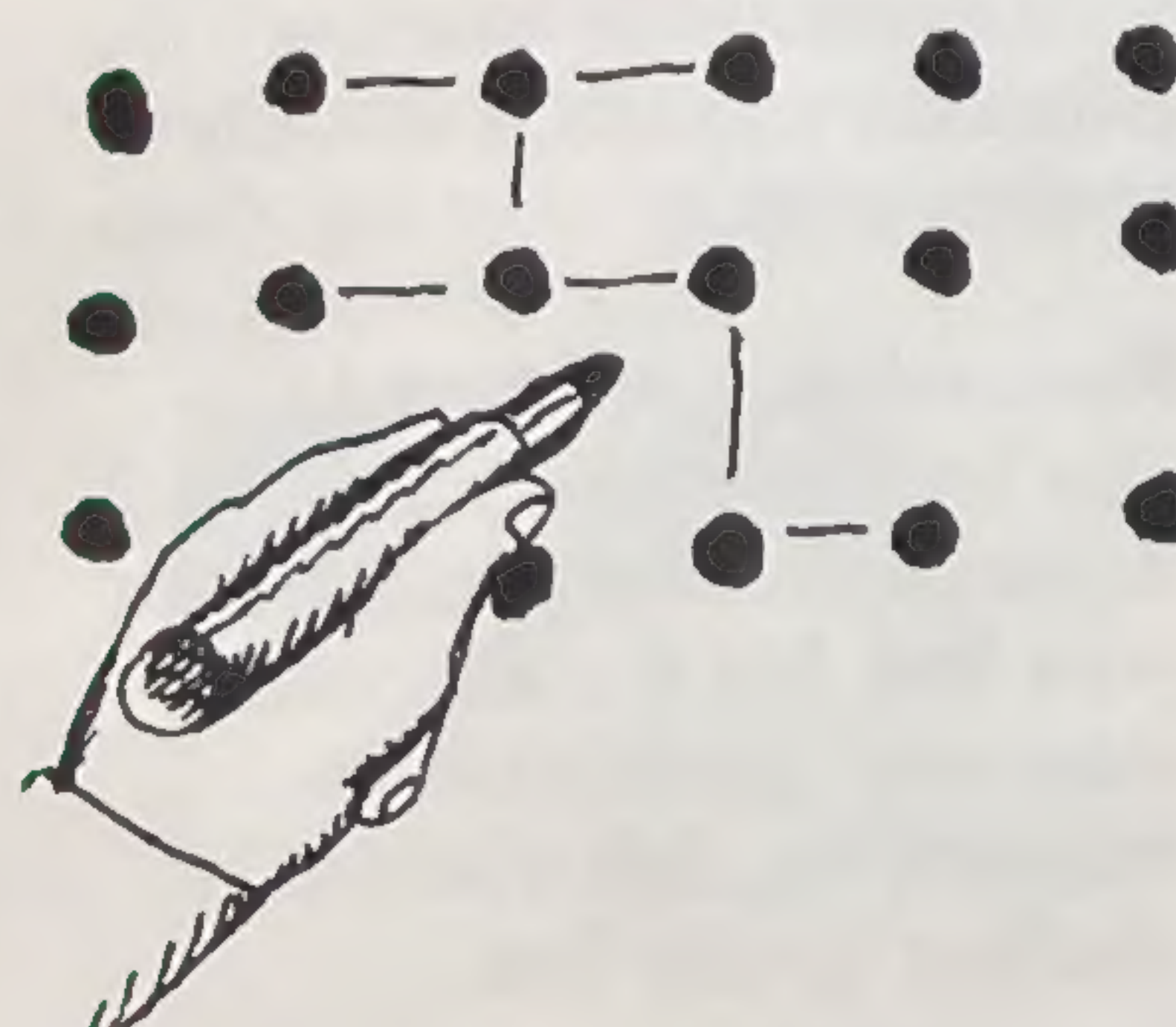


## 2 Dot's Dot

This is another simple game. You play it with one other person, on a grid made up of dots, like this:

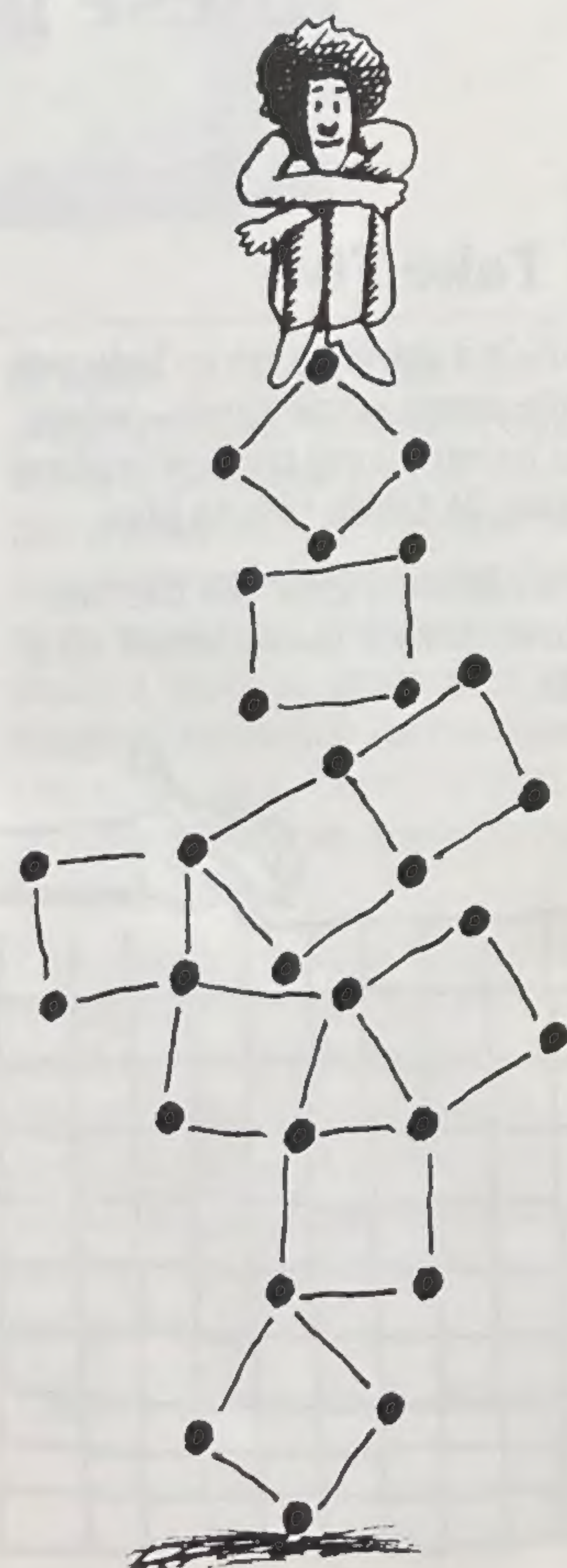


The object of the game is to finish as many boxes as you can, while preventing the other player from doing the same. Taking turns, each player draws either a horizontal or vertical line from one dot to another (only one line each turn!)



Each time a player finishes a box, she claims it by putting her initial inside, and gets to draw one more line.

The player with the most boxes at the end of the game, wins.










APPLE PRESENTS  
**Spotlight**  
C2E0014 BACKUP DISKETTE  
©APPLE COMPUTER, INC., 1982

INTEGER  
BASIC  
680-0164-A



APPLE PRESENTS  
**Spotlight**  
C2E0014 MASTER DISKETTE  
©APPLE COMPUTER, INC., 1982

INTEGER  
BASIC  
680-0163-A

APPLE PRESENTS

# Spotlight

FROM CHILDREN'S TELEVISION WORKSHOP  
FOR CHILDREN 9 TO 13 YEARS OLD



INTEGER BASIC